

**THE EFFECTIVENESS OF JUMBLED LETTERS GAME ON
THE VOCABULARY ACHIEVEMENT SCORES OF THIRD GRADE
STUDENTS OF SDN-VIII MENTENG PALANGKA RAYA**

THESIS

Presented to the Department of Education of the State Islamic College of
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Sarjana Pendidikan Islam



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ABSTRACT

THE EFFECTIVENESS OF JUMBLED LETTERS GAME ON THE VOCABULARY ACHIEVEMENT SCORES OF THIRD GRADE STUDENTS OF SDN-VIII MENTENG PALANGKA RAYA

The main purpose of the study is to measure the Effectiveness of Jumbled Letters Game on the Vocabulary Achievement Scores of Third Grade Students of SDN-VIII Menteng Palangka Raya. The study was quasi-experimental especially non-randomized control group, pre-test post test design and the writer used quantitative approach in finding out the answer of the problem of the study. There were two classes becoming sample of the study namely III-A as the experiment group and III-B as the control group with the total number of the students were 64 students. Both group were given pre-test by the writer. Then, the students of experiment group was taught by using Jumbled Letters Game and control group was taught without using Jumbled Letters Game. Finally, the writer gave post test to both groups.

To test the hypothesis of the study, the writer used t-test statistical calculation. Based on the result of hypothesis test calculation, it was found that the value of $t_{observed}$ was greater than the value of t_{table} at 1% and 5% significance level or $2.000 < 8.873 > 2.660$. It meant that H_a was accepted and H_o was rejected. The writer also applied SPSS 17.0 program to calculate t-test in testing the hypothesis of the study. The result of the t-test using SPSS 17.0 was used to support the manual calculation of the t-test. The interpretation of the result of t-test using SPSS 17.0 program, it was found that the value of $t_{observed}$ was greater than the value of t_{table} at 1% and 5% significance level or $2.000 < 8.922 > 2.660$. It meant that H_a was accepted and H_o was rejected.

The findings of the study based on the result of manual calculation and SPSS 17.0 program calculation could be interpreted that the alternative hypothesis stating that the jumbled letters game will give effect on the vocabulary achievement scores of third grade students of SDN-VIII Menteng Palangka Raya was accepted and null hypothesis stating that the jumbled letters game will not give effect on the vocabulary achievement scores of third grade students of SDN-VIII Menteng Palangka Raya was rejected. It meant that the jumbled letters game give effect on the vocabulary achievement scores of third grade students of SDN-VIII Menteng Palangka Raya.

Key words : Effectiveness, the jumbled letters game, and vocabulary achievement scores.

ABSTRAK

EFEKTIFITAS DARI PERMAINAN ACAK KATA TERHADAP NILAI KOSA KATA SISWA KELAS TIGA DI SDN-VIII MENTENG PALANGKA RAYA

Tujuan utama dari penelitian ini adalah untuk mengukur efektifitas dari permainan acak kata terhadap nilai kosa kata siswa kelas tiga di SDN-VIII Menteng Palangka Raya. Penelitian ini adalah kuasi-eksperimen terutama kelompok kontrol non-acak, pre-test post test desain dan penulis menggunakan pendekatan kuantitatif dalam mencari tahu jawaban dari masalah penelitian. Ada dua kelas yang menjadi sampel penelitian yaitu kelas III-A sebagai kelompok eksperimen dan kelas III-B sebagai kelompok kontrol dengan jumlah siswa adalah 64 siswa. Kedua kelompok diberi pre-test oleh penulis. Kemudian, siswa dari kelompok eksperimen diajarkan dengan menggunakan permainan acak kata dan kelompok kontrol diajarkan tanpa menggunakan permainan acak kata. Akhirnya, penulis memberikan post test untuk kedua kelompok.

Untuk menguji hipotesis penelitian, penulis menggunakan perhitungan statistik t-test . Berdasarkan hasil perhitungan uji hipotesis, diketahui bahwa nilai t-hitung lebih besar dari nilai t-tabel sebesar 1% dan tingkat signifikansi 5% atau $2.000 < 8.873 > 2.660$. Ini berarti bahwa H_a diterima dan H_o ditolak. Penulis juga menggunakan SPSS 17.0 program untuk menghitung t-test dalam pengujian hipotesis penelitian. Hasil perhitungan t-test dengan menggunakan SPSS 17.0 digunakan untuk mendukung perhitungan manual dari t-test. Interpretasi dari hasil t-test menggunakan program SPSS 17.0 program, ditemukan bahwa nilai t-hitung lebih besar dari nilai t-tabel sebesar 1% dan tingkat signifikansi 5% atau $2.000 < 8,922 > 2,660$. Ini berarti bahwa H_a diterima dan H_o ditolak.

Temuan dari penelitian yang didasarkan pada hasil perhitungan manual dan SPSS 17.0 program ini dapat diartikan bahwa hipotesis alternatif yang menyatakan bahwa permainan acak kata akan memberikan efek pada nilai kosa kata siswa kelas tiga di SDN-VIII Menteng Palangka Raya adalah diterima dan nihil hipotesis yang menyatakan bahwa permainan acak kata tidak akan memberikan efek pada nilai kosa kata siswa kelas tiga di SDN-VIII Menteng Palangka Raya adalah ditolak. Ini berarti bahwa permainan acak kata memberikan pengaruh pada nilai kosa kata siswa kelas tiga di SDN-VIII Menteng Palangka Raya.

Kata kunci : Efektivitas, permainan acak kata dan nilai kosa kata.

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Greatest thanks are also addressed to the teaching staff of the English Study Program for their valuable knowledge. Furthermore, the writer also expresses his thanks for his beloved parents and sisters who always support, pray, and suggest him in accomplishing this study.

The writer realizes that the study is still far from the perfect, therefore some constructive critical and suggestions are welcomed. Finally, may Allah always bless us.

Palangka Raya, October 25th, 2013

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DECLARATION OF AUTHENTICATION

In the name of Allah

I myself make declaration that this thesis entitles **THE EFFECTIVENESS OF JUMBLED LETTERS GAME ON THE VOCABULARY ACHIEVEMENT SCORES OF THIRD GRADE STUDENTS OF SDN-VIII MENTENG PALANGKA RAYA**, is truly my own writing. If it is not my own writing so, it is given a citation and shown in the list of references.

If my own declaration is not right in this thesis one day so, I am ready to be given academic sanction namely, the cancellation of the degree of this thesis.

Palangka Raya, October 25th, 2013





My Own Declaration

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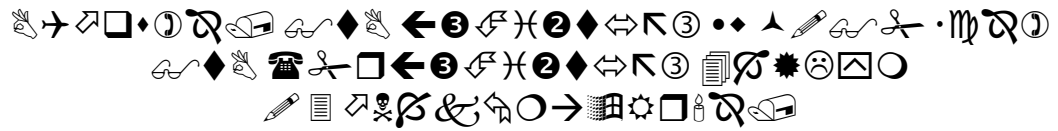
DEDICATION

Thanks to Allah ﷻ for everything that He gives to me and also my prophet Muhammad ﷺ

This thesis is dedicated to some special people as follows:

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MOTTO



Allah will not change the faith of a tribe until they change themselves

“Sesungguhnya Allah tidak akan mengubah keadaan suatu kaum sampai mereka mengubah keadaan yang ada pada diri mereka sendiri”

(QS. Ar-Ra'd :11)

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LIST OF ABBREVIATIONS

SDN : Sekolah Dasar Negeri.

SPSS : Statistical Package for Service Solution / Statistical Package for
Social Science.

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In addition, he expected to be a professional English teacher in the future.